

Jeau Labyorteaux

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Summary

Detail-oriented computer science graduate with a strong foundation in software development, cloud infrastructure, and automation workflows. Experienced in tutoring programming and algorithm design, leading collaborative technical projects, and deploying serverless cloud solutions. Skilled in Python, C/C++, Rust, and the AWS ecosystem, with a proven ability to streamline processes and deliver scalable, reliable solutions.

Education & Skills

B.S. in Computer Science & Engineering

University of Nevada, Reno

Minor: Mathematics

Graduation Date: June 2023

GPA: 3.88/4.0 (Deans List x4 Years)

Languages: Python, C/C++, HTML/CSS, JavaScript, Rust, Bash/Shell Scripting

Libraries: PyTorch, Pandas, NumPy, Scikit-Learn, PyTest, BeautifulSoup

Concepts & Tools: RESTful APIs, Web Scraping, Docker, Git/GitHub, CI/CD, AWS

Work Experience

Excel Academy - Las Vegas, NV

Academic Coordinator

May 2025 – Present

- Developed outreach program curricula for SAT/ACT high school bootcamps, coordinating instruction for up to 700 students at a time.
- Prepared individualized lesson plans and reviewed tutor notes daily to ensure accuracy, adherence to protocols, and quality instruction.

Computer Science Tutor

November 2024– Present

- Taught computer science concepts to diverse learners, from introductory programming to advanced placement courses, ensuring clear understanding of technical concepts and algorithms.
- Guided students through design, implementation, and debugging of course projects.

Projects

C3PO (Copy 3D, Paste Object)

- Led a team of three to develop a functional 3D scanner and rendering software.
- Built the UI menu framework to integrate the 3D viewer for object visualization.

Excel Academy Score Automation

- Automated practice test scoring and email distribution using Pandas, saving 2-3 hours of manual work weekly.
- Built a robust data pipeline to transform repetitive tasks into an error-resistant workflow.